



## TERRELL OWENS



## PLAYERS



## Safety Information

### About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

### Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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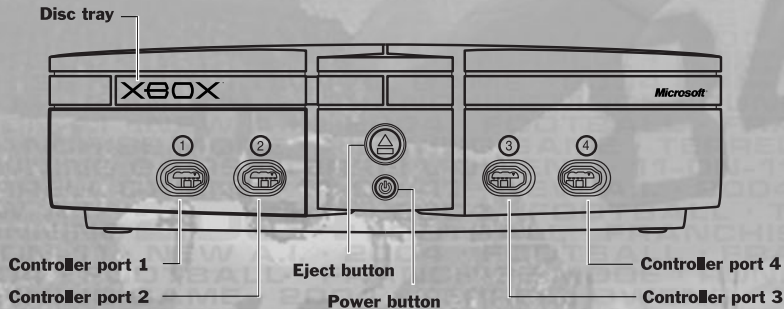
<b>Getting Started</b>	<b>3</b>
<b>Starting Up</b>	<b>4</b>
<b>Default Controls</b>	<b>5 - 6</b>
<b>Saving Games</b>	<b>8</b>
<b>Main Menu</b>	<b>7 - 12</b>
<b>Blitz Shop</b>	<b>7</b>
<b>Create-A-Player</b>	<b>8</b>
<b>User Records</b>	<b>9</b>
<b>Manage Team</b>	<b>10</b>
<b>Game Options</b>	<b>11</b>
<b>Load/Save</b>	<b>12</b>
<b>Exhibition Mode</b>	<b>13</b>
<b>Season Mode</b>	<b>14 - 15</b>
<b>Franchise Mode</b>	<b>16</b>
<b>Tournament Mode</b>	<b>17</b>
<b>Pre-game Setup</b>	<b>18</b>
<b>On The Grid Iron</b>	<b>19 - 21</b>
<b>Pause Options</b>	<b>22</b>
<b>Credits</b>	<b>23 - 24</b>
<b>Warranty</b>	<b>26</b>

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# GETTING STARTED

## USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the NFL Blitz Pro™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing NFL Blitz Pro.

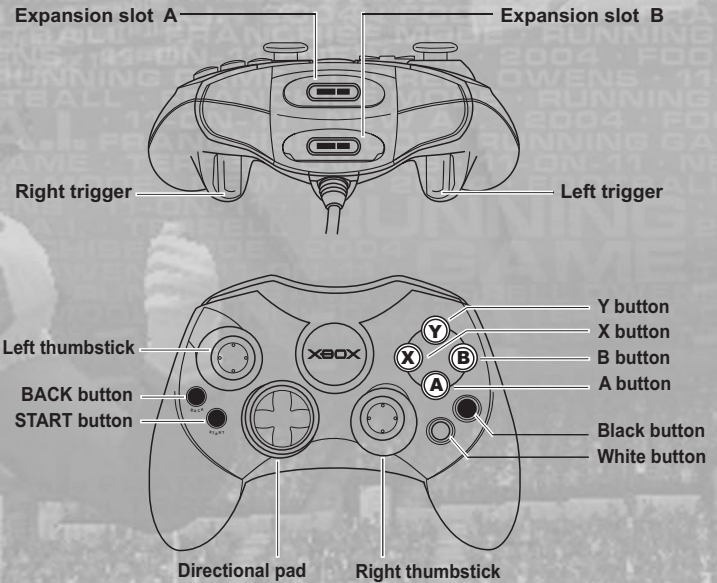


## AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

# STARTING UP



## MENU/SUB-MENU NAVIGATION

Throughout this manual, ↑, ↓, ←, and → will signify pressing Up, Down, Left and Right on the D-pad. To navigate through the game menus (i.e. Options), use the D-pad (↑, ↓, ←, or → depending on the menu) to highlight a selection. To activate a selection or access the next menu, press the **A** button. Pull the **L** trigger or **R** trigger to cycle categories. To go back to the previous menu and/or cancel the previous selection, press the **B** button.

## QUITTING A GAME IN PROGRESS

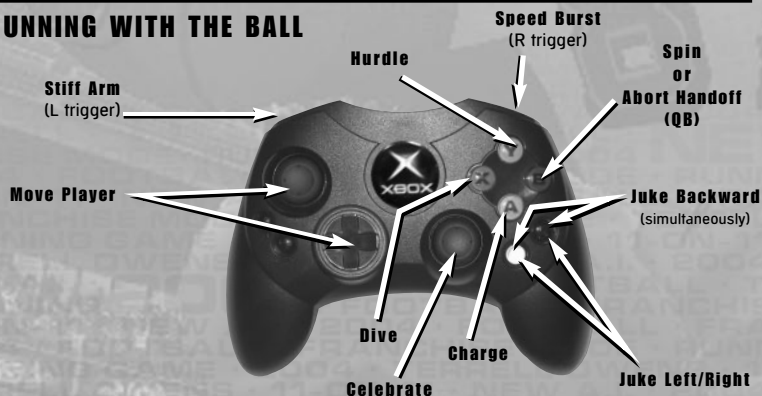
During the game, press the **START** button to display the Pause Menu. Press the D-pad ↑ or ↓ to select Exit Game, then press the **A** button. To confirm exiting the game, press the **A** button again to go to the Main Menu.

## DEFAULT CONTROLS

### PRE-SNAP OFFENSE



### RUNNING WITH THE BALL



### PASSING



Pass to Receivers - X button, A button, B button, L trigger or R trigger  
 Lob Pass - Tap passing button  
 Bullet Pass - Hold down passing button

## DEFAULT CONTROLS

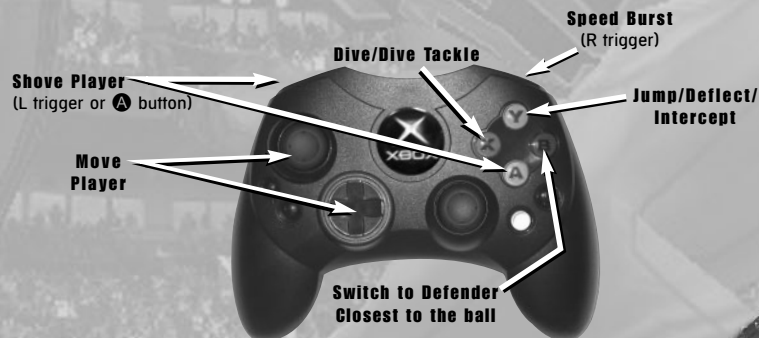
### RECEIVING BALL IN THE AIR



### DEFENSE PRE-SNAP



### DEFENSE DURING PLAY



# Main Menu

At the Main Menu, pull the **L** trigger or **R** trigger to access one of three menus: Game Modes, Features or Settings.

## GAME MODES

### QUICKPLAY

Jump right into the thick of NFL Blitz Pro's unique style of football. Each player(s) will select Home or Away, then select a team (see **Select Teams**, pg. 18). You'll then go straight to the opening kickoff of your game.



### EXHIBITION

See **Exhibition Mode**, pg. 13.

### SEASON MODE

See **Season Mode**, pg. 14-15.

### FRANCHISE MODE

See **Franchise Mode**, pg. 16.

### TOURNAMENT MODE

See **Tournament Mode**, pg. 17.

## FEATURES

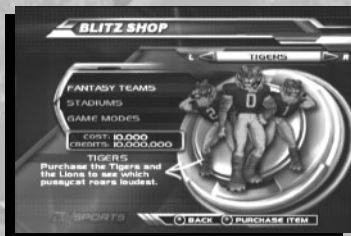
### BLITZ SHOP

The Blitz Shop allows you to purchase **Fantasy Teams**, **Stadiums** and different **Create A Game Modes** with Blitz Credits you've earned playing games in Quickplay, Exhibition and Tournament Modes.

Press the D-pad **↑** or **↓** to highlight an option, then pull the **L** trigger or **R** trigger to cycle through the items available for purchase.

Prices are displayed, as well as a short description of the item chosen. When you purchase an item, it will become available for selection when you're selecting game modes and teams.

**Note:** Bonus Modes can only be activated in Exhibition Mode.



# Main Menu



### CREATE-A-PLAYER

NFL Blitz Pro includes a Create-a-Player option you can use to create customized players. Press the D-pad **↑** or **↓** to highlight an option, then press the **A** button to select it.

The first option allows you to name your player. Once selected, press the D-pad **↑**, **↓**, **←** or **→** to highlight a letter or number, then press the **A** button. Repeat this process until you've spelled out the name, then select End.

The following options require pressing the D-pad **←** or **→** to cycle through the options or increase values. Each time you're finished modifying an option, press the **A** button select and move to the next category.

There are three steps (pages) of options you'll use to create your player. Pull the **L** trigger or **R** trigger to move from step-to-step each time you finish modifying a page of options.

As you modify your new player, the cost of the player increases or decreases, depending on the options and values you change. The created player's Overall Rating also increases or decreases based on the same criteria.

When you've finished creating a player press the **START** button to go to the Save screen (see **Load/Save**, pg. 12). After being saved, he will be available as a Free Agent for your Franchise Team (see **Franchise Mode**, pg. 16 and **Free Agency**, pg. 11). Remember, in order to sign a created player, you'll need to have the money displayed next to your created player on the Create-A-Player screen.

### BLITZ THEATER

Pull up a chair and enjoy special behind-the-scenes footage of the making of NFL Blitz Pro, Terrell Owens Unleashed and a riveting look at Blitz Bowl II. Once this option is selected, press the D-pad **↑** or **↓** to highlight an option. Press the **A** button to select an option.

## SETTINGS

### USER RECORDS

The User Records option consists of options needed to create and support User Records for NFL Blitz Pro.

### USER RECORD

To create a User Record, press the D-pad ↑, ↓, ← or → to highlight a character, then press the A button to select it. Repeat the process until you've spelled out the name you want, then select END.

### LOAD/SAVE

See Load/Save, pg. 12.

### VIEW RANKINGS

The View Rankings screen displays saved Users' records in Exhibition, Season and Tournament Modes. Press the D-pad ↑, ↓, ← or → to highlight a column, then press the A button to select it.

### SET AUDIBLES

Once you've created a User Record, you can choose and save three Offensive and Defensive audibles that will be available anytime you play an Exhibition, Season, Franchise and Tournament game. You can access the audibles during the game, as long as you've selected your User Record prior to the game.

To set your audibles, pull the L trigger or R trigger to select Offense or Defense plays. Next, press the X button, A button or Y button to select the existing audible play. You'll next select a play that will be newly associated with X button, A button or Y button, depending on the button you pressed.

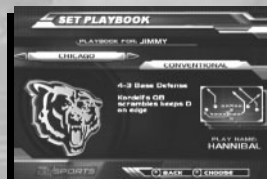
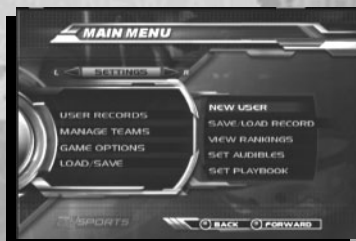
Once you've selected the audible you want to modify, press the D-pad ↑, ↓, ← or → to select a formation, then press the A button. You'll then have access to the plays listed under that formation.

Press the D-pad ↑, ↓, ← or → to select a play, then press the button listed under that play. This will place the play into the above audible window. The play you chose is now associated with the button.

### SET PLAYBOOK

Assign any NFL team playbook to the User Record you'll be using when you play your game. When you select this option, you'll be prompted to select the User Record you want to which to set the playbook.

After you select the User Record, press the D-pad ← or → to cycle the available team playbooks, then press the A button to set the playbook.



## SETTINGS (CONT.)

### MANAGE TEAMS

### DEPTH CHARTS

This option allows you to choose who will start the game, and who will have a seat on the bench. It also determines who will back up your players when they're tired or injured.

Press the D-pad ← or → to select a team, then pull the L trigger or R trigger to cycle the player positions. Use the right thumbstick to scroll through the categories.

To adjust the depth chart, press the D-pad ↑ or ↓ to highlight a player, then press the A button to select him. You can now move the cursor over another player and press the A button again to swap their position on the depth chart.

**Note:** While a player is selected, you can press the D-pad ← or → to view the ratings in all the player's attribute categories.

### TRADE PLAYERS

NFL Blitz Pro has a complete trading system that allows you to make trades with other teams. To make trades, press the D-pad ← or → to select a team, then pull the L trigger or R trigger to cycle the player positions.

To make trades, press the D-pad ↑ or ↓ to select a player, then press the A button to select him. His name will appear in the "Trade With" window. Now press the X button to access the "Trade For" window. Now use the same process to select the second player involved in the trade, then press the START button to make the trade.

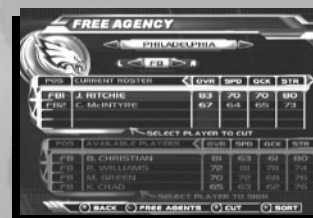


**Note:** In Season and Franchise Mode, trades may be denied if they are unfair or create imbalance in one of the two teams involved in the trade.

### FREE AGENCY

The Free Agency market allows you to make cut and sign players to your team's roster. To cut and sign players, press the D-pad ← or → to select a team, then pull the L trigger or R trigger to cycle the player positions.

Press the D-pad ↑ or ↓ to highlight a player, then press the A button to remove him. To sign a player, press the X button to access the Free Agent players. Highlight the player you want, then press the A button. The new player will be added to your roster.



## SETTINGS (CONT.)

### MANAGE TEAM (CONT.)

#### EDIT PLAYERS

You can manually adjust the ratings for each of your players' abilities. Press the D-pad **←** or **→** to select a team, then pull the **L** trigger or **R** trigger to cycle the player positions. Press the D-pad **↑** or **↓** to select a player, then press the **A** button to select him.



Press the D-pad **↑**, **↓**, **←** or **→** to select a rating, then press the **A** button again. You can now press the D-pad **←** or **→** to increase or decrease the rating. The window on the right displays the how many points your player's overall rating has increased or decreased since editing (+2, -1, etc.).

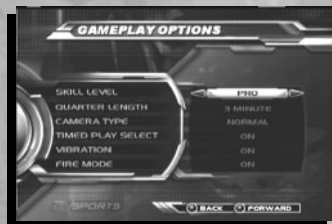
#### GAME OPTIONS

Press the D-pad **↑** or **↓** to highlight a game option, then press the **A** button to make a selection. Press the D-pad **←** or **→** to cycle the settings.

**SKILL LEVEL** - Select Rookie (easiest), Pro or Elite (hardest).

**QUARTER LENGTH** - Change the length of your game's quarters by selecting 1, 2, 3, 4 or 5 minute quarters.

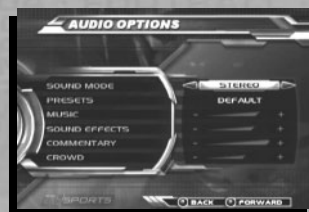
**CAMERA TYPE** - The Normal camera displays gameplay in classic Blitz fashion. The Wide camera lets you see the entire field, but you're further from the action. The Blimp camera allows you to play from the view of a Blimp.



**PLAY SELECT TIMER** - You can decide whether to have a timer counting down during play selection. You can turn this feature On or Off.

**CONTROLLER VIBRATION** - Turn the controller vibration feature On or Off.

#### AUDIO OPTIONS



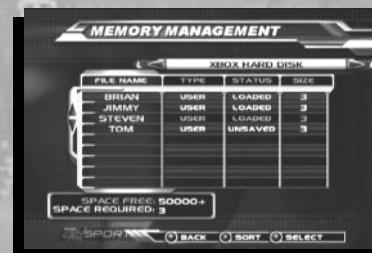
You can make several modifications to the game's audio settings. Press the D-pad **↑** or **↓** to select the option you want to change, then press the D-pad **←** or **→** to modify an option.

You can make adjustments to the Stereo Mode (Stereo or Mono), Presets, Music, Sound Effects, Commentary or the Crowd.

## LOAD/SAVE

NFL Blitz Pro lets you save accumulated data to your memory unit or hard disk. We highly recommend saving to a memory unit or the hard disk to enjoy the many features you'll find in this game.

Each time you start the game on your Xbox™ video game system, the game will read your memory unit or hard disk, making it available for saving data.



At the Memory Management screen, you can save User Profiles and Rosters. Pull the **L** trigger or **R** trigger to access memory units (if you have more than one inserted) or the hard disk.

If you've modified your roster or created a user profile, it will be listed on the screen. The Status column will let you know if the data has been saved or needs saving. Simply highlight the unsaved data, and press the **A** button.

You'll be prompted to **Rename**, **Save**, **Load** or **Delete** the item you've selected. Using this menu, you have full access to the data saved to your memory unit or hard disk.

As you save more and more data to the memory unit or hard disk, you'll need to keep track of the space available on the memory unit or hard disk. At the bottom of the screen, Free Blocks and Blocks Required amounts for each saved item are always displayed.

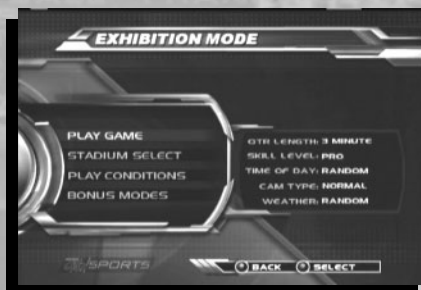
The Memory Management option appears in several instances within the game, so you can always refer to this portion of the manual for reference.

It is advised that you do not insert or remove peripherals or memory units once the power is turned ON. Make sure there is enough free space on your memory unit before commencing play.

## EXHIBITION MODE

Play an exhibition game with 1 to 4 players. This game mode allows you to select a saved User Record (see **User Records**, pg. 9) by pulling the **L** trigger or **R** trigger. You'll then challenge all 32 NFL teams with complete stat tracking and full gameplay customization.

Stats are saved to an entered User Record using a memory unit or the hard disk on your Xbox™ video game system (see **Save/Load**, pg. 12).



You'll select controllers and teams (see pg. 18), then go to the Exhibition Mode screen to set up your game. You can select Play Game to jump right into your game, or make adjustments to the following options:

### STADIUM SELECT

Select this option, then press the D-pad **←** or **→** to cycle available stadiums. You can choose any one of the current NFL Stadiums to play your game, or one of the bonus stadiums purchased at the Blitz Shop if your User Record is loaded (see **Blitz Shop**, pg. 7).

### PLAY CONDITIONS

Select this option, then press the D-pad **←** or **→** to change weather conditions. Press the **A** button to accept the new setting, then repeat the process for the other two options.

### CREATE A GAME

Try activating multiple Create A Game Modes to create a unique game experience of your own. Once you've completed the necessary steps to unlock the Game Modes, options will be illuminated (not gray). Select this option, then press the D-pad **↑** or **↓** to highlight an option, then press the **A** button.

## SEASON MODE

### SEASON

Select a team, and play a full NFL season. Stats and standings are all saved as you battle your way to the Super Bowl. You'll use a memory unit or the hard disk to save your season (see **Save/Load**, pg. 12).

If you already have a season saved, select Load Season to gain access to the memory unit or hard disk and load the season. If you're just getting started, select New Season to get set up.

### NAME THIS SEASON

The first step needed to get you started is naming your season. To name the season, press the D-pad **↑**, **↓**, **←** or **→** to highlight a character, then press the **A** button to select it. Repeat the process until you've spelled out the name you want, then select **END**.

### SEASON COACH ENTRY

Use this option to choose the User and Team you'd like the season to be attributed to. All season information will be saved to that User Record. Press the **A** button, then press the D-pad **←** or **→** to select New User, CPU or any existing User Records that have been saved. Press the **A** button to select. Use the same method to choose an NFL team. Press the **START** button when you're finished.

### CUSTOMIZE SEASON

This menu allows you to adjust a few more aspects of your season before you get started. Press the D-pad **↑** or **↓** to highlight a game option, then press the **A** button to make a selection. Press the D-pad **←** or **→** to cycle the settings.

### SKILL LEVEL

Select Rookie (easiest), Pro or Elite (hardest).

### FANTASY DRAFT

NFL Blitz Pro includes the option of a Fantasy Draft to enhance your Season (Franchise and Tournament as well). When you turn this feature On, the Fantasy Draft screen will be available prior to the start of the season.

At the Fantasy Draft screen, press the **A** button to get started. The CPU will start the draft, and very quickly players will be selected. Eventually, it will be your pick. Pull the **L** trigger or **R** trigger to cycle the teams, and press the D-pad **←** or **→** to cycle player positions. Press the D-pad **↑** or **↓** to highlight available players, then press the **A** button to make your pick. Repeat this process to make all of our picks. Names listed in gray are unavailable.

You'll go through 50 rounds of players to make up your roster, so plan to spend some quality time with your draft. When you're finished, or if you want the option to have the CPU to finish the draft, press the **START** button.



## Season Mode

### PLAY SELECT TIMER

You can decide whether to have a timer counting down during play selection. You can turn this feature On or Off.

### ROSTER MANAGEMENT

The Roster Management screen allows you to decide your starting lineups. See [Depth Charts](#), pg. 10.

### PLAY WEEK

Select this option to go to the Weekly Schedule screen and select the game you want to play.

### STANDINGS

Pull the **L** trigger or **R** trigger to view NFL, NFC and AFC standings.

### MANAGE TEAM

For options not listed below, see [Manage Team](#), pg. 10.

### COACHING CHANGES

Use this option to make coaching changes, or in other words, change the User Record in which the season has been attributed to (see [Season Coach Entry](#), pg. 14).

### CREATE-A-PLAYER

See [Create-A-Player](#), pg. 8.

### STATISTICS

Pull the **L** trigger or **R** trigger or the D-pad **←** or **→** to cycle Leagues, Teams or Divisions. Player Stats, League Leaders, Team Stats and Career Stats are available for display. Use the right thumbstick to highlight statistic categories.

### LOAD/SAVE

See [Load/Save](#), pg. 12.

### WEEKLY SCHEDULE

Press the D-pad **↑**, **↓**, **←** or **→** to highlight the game you want to play, then press the **A** button. Now press the **A** button to go to the Select Controller screen.

WEEK	DATE	HOME	AWAY
1	9-10	Tennessee	San Diego
2	9-10	Pittsburgh	Oakland
3	9-10	Dallas	Detroit
4	9-10	New York Jets	Denver
5	9-10	Indianapolis	Green Bay
6	9-10	New Orleans	Chicago

## Franchise Mode

### FRANCHISE

NFL Blitz Pro's new Franchise Mode allows you to select an NFL team, and play ten seasons of NFL football. Over this time, your challenges will be to draft new players, release players and do the things necessary to keep on winning.



### NAME THIS FRANCHISE

The first step needed to get you started is naming your franchise. To name the season, press the D-pad **↑**, **↓**, **←** or **→** to highlight a character, then press the **A** button to select it. Repeat the process until you've spelled out the name you want, then select **END**.

### FRANCHISE COACH ENTRY

Use this option to choose the User and Team you'd like the franchise to be attributed to. All franchise information will be saved to that User Record. Press the **A** button, then press the D-pad **←** or **→** to select New User, CPU or any existing User Records that have been saved. Press the **A** button to select. Use the same method to choose an NFL team. Press the **START** button when you're finished.

### SKILL LEVEL

See [Skill Level](#), pg. 14.

### FANTASY DRAFT

See [Fantasy Draft](#), pg. 14.

### PLAY SELECT TIMER

See [Play Select Timer](#), pg. 11.

### PLAY WEEK

Select this option to go to the Weekly Schedule screen and select the game you want to play.

### STANDINGS

Pull the **L** trigger or **R** trigger to view NFL, NFC and AFC standings.

### MANAGE TEAM

For options not listed below, see [Manage Team](#), pg. 12-13 and pg. 15.

### STATISTICS

See [Statistics](#), pg. 15.

### LOAD/SAVE

See [Load/Save](#), pg. 12.

### WEEKLY SCHEDULE

See [Weekly Schedule](#), pg. 15.

## TOURNAMENT MODE

### TOURNAMENT

NFL Blitz Pro's new Tournament Mode allows you to select an NFL team, and play in a four or eight team tournament. This is great for Blitz Parties!

### NAME THIS FRANCHISE

The first step needed to get you started is naming your Tournament. Press the D-pad **↑**, **↓**, **←** or **→** to highlight a character, then press the **A** button to select it. Repeat the process until you've spelled out the name, then select **END**.

### TOURNAMENT COACH ENTRY

Use this option to choose the User and Team you'd like the tournament to be attributed to. All tournament information will be saved to that User Record.

Press the **A** button, then press the D-pad **←** or **→** to select **New User**, **CPU** or any existing User Records that have been saved.

Press the **A** button to select. Use the same method to choose an NFL team. Press the **START** button when you're finished.

### SKILL LEVEL

See Skill Level, pg. 14.

### FANTASY DRAFT

See Fantasy Draft, pg. 14.

### PLAY SELECT TIMER

See Play Select Timer, pg. 11.

### TOURNAMENT BRACKETS

Select this option to go to view the Tournament Bracket screen and select the game you want to play. Press the D-pad **↑**, **↓**, **←** or **→** to highlight a game, then press the **A** button.

You can now select **Play Game** to start playing, **Simulate** to have the computer simulate results or **Forfeit** to give an automatic loss to a no-show opponent.



## PRE-GAME SETUP

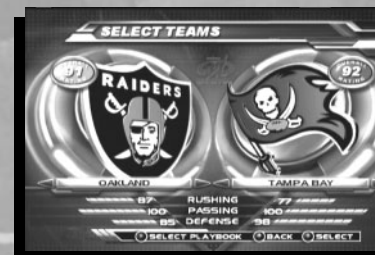


### SELECT CONTROLLER

Press the D-pad **←** or **→** to select the side on which you want to play: **Away Team** or **Home Team**. Up to four players must pick a side and team up as needed.

Controllers are displayed in colors, so each player will know the player he controls on the field during the game (Player 1=Blue, Player 2=Green, Player 3=Red, Player 4=Yellow). If you just want to take on the CPU by yourself, leave all other controllers in the center of the display.

Pull the **L** trigger or **R** trigger to cycle through any User Records, or press the **A** button to select **None** and continue on to the Select Teams Screen.



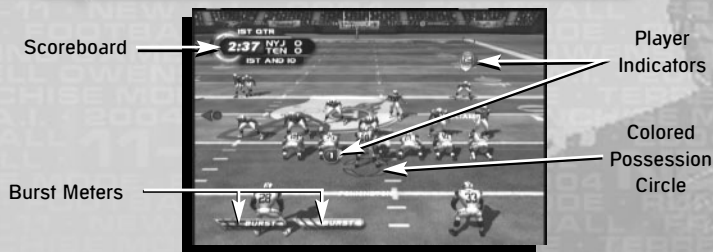
### SELECT TEAMS

Prior to each game, you'll need to select the team you want to use in your single game, season or tournament.

Press the D-pad **←** or **→** to scroll through the NFL teams. Power rankings for Rushing, Passing and Defense will be displayed. Above each logo is the Overall Rating for that team. Once teams have been selected, press the **A** button to take the field. Press the **A** button to select each team. Once both teams are selected, the game will begin.

### SELECT PLAYBOOK

Press the **Y** button to view a list of playbooks. Press the D-pad **↑** or **↓** to select a playbook, then press the **A** button.



Read below for a rundown of the information displayed on-screen as you play:

## COLORED POSSESSION CIRCLES

These circles are fixed below the feet of each controlled player to let you know who is controlling the human-controlled players. These colors match the colors displayed at the Select Controller Screen (see pg. 19).

## PLAYER INDICATORS

These colored numbers appear prior to each play, so you'll know the player you're controlling. The numbers correspond to the controller you're using. They'll disappear a few seconds after players are set.

## BURST METERS

These meters are available for human-controlled players. Before a play starts, the Burst Meters are fully colored, indicating you have the maximum amount of Burst available. As you use your Burst, the meter diminishes. When your meter is empty, release the **R** trigger (Burst) to allow it to recharge.

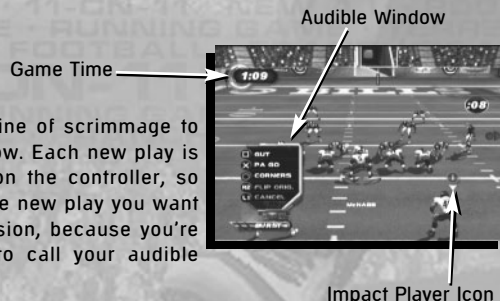
## SCOREBOARD

Displays the game's **Score**, current **Quarter** and **Time** remaining.

## AUDIBLES

Pull the **R** trigger at the line of scrimmage to call up the Audibles Window. Each new play is represented by a button on the controller, so press the button next to the new play you want to run. Make a quick decision, because you're not afforded much time to call your audible before the play starts.

Note: You can set your audibles to specific plays using the **Set Audibles** option (see pg. 9).



## IMPACT PLAYER ICON

See **Impact Player Function**, next page.

## PLAY SELECTION

The Play Selection Screen is displayed between each play. Players on Offense and Defense each press the D-pad **↑**, **↓**, **←** or **→** to highlight a formation, then press the **A** button to make the selection.

For each formation, there several pages of plays. Press the D-pad **↑** or **↓** to move through the pages of plays. Each play is represented by the **X** button, **A** button or **Y** button. Press the button next to the play you want to run.



## FLIPPING PLAYS

You can increase variety by reversing the plays. While you're selecting plays, pull the **R** trigger to flip the play.

## CHANGE PLAYS AT THE LINE OF SCRIMMAGE

Try an audible (**R** trigger) once in a while to confuse your opponent (see **Set Audibles**, pg. 9, to find out how).

## IMPACT PLAYER FUNCTION

The Impact Player option allows you to set player tendencies to each Offensive or Defensive play. This lets you provide an extra wrinkle to each play, making your play calling a little more difficult for your opponent to anticipate. Before you make your play selection, press the right thumbstick **←** or **→** to scroll through the following options in the Impact Player Window:



Impact Player Options

## OFFENSE

- PROTECT** - Player concentrates on protection.
- DISH OFF** - Player runs to the side for a quick dish off pass. Great against Blitzes!
- GET OPEN** - Receivers look for open spots in the defense.
- GO DEEP** - Receivers sprint for the long bomb.
- BLOCK L** - Player Blocks Left.
- BLOCK R** - Player Blocks Right.

## DEFENSE

- COVER** - Defender will concentrate on pass coverage.
- BLITZ** - Player will blitz the QB.
- SAFETY** - Defender plays a safer, more conservative coverage.
- DELAY RUSH** - Player will hold back before rushing the QB.
- ZONE L** - Player will play a Zone Left.
- ZONE R** - Player will play a Zone Right.

## ON FIRE

Set your players ablaze with success on Offense and Defense. Each position player catches fire in a different way, but only one at a time can ignite. Fire only lasts three plays and it's strongest when it first ignites. Here's how to catch your players on fire.

### OFFENSE:

Quarterback must make five completions.

All other players must make three runs of five yards or more, or make three receptions that gain yards.

Getting stopped for a loss or turning the ball over extinguishes fire.

### DEFENSE:

Stop the ball carrier twice for a gain of two yards or less

Deflect a pass twice

Tackle a ball carrier behind the line of scrimmage twice

## THE KICKING GAME



In NFL Blitz Pro, you control all aspects of the Kicking Game. Kickoffs, Punts and Field Goals are up to you. When you choose to punt or kick a field goal, the **Kick Meter** appears. Press the **A** button when the green area is highlighted to get maximum kick distance and accuracy.

### WIND

In the middle of the Kick Off and Field Goal Meter, Wind speed is displayed. To adjust for the wind on Field Goals, use the left thumbstick or D-pad to aim punts and kicks.

## TOUCHDOWN CELEBRATIONS

As you streak toward the endzone, ham it up by pressing the right thumbstick **↑**, **↓**, **←** or **→**. Based on the direction you select, you'll do one of four celebrations until you reach the endzone. Be careful not to get hit while celebrating or your chances of fumbling go up!

## VIEW RECEIVERS BEFORE THE PLAY

While behind the line of scrimmage, pull and hold the **R** trigger to view a controller button icon above the head of the receivers. This will give you an overview of all your receivers prior to the play.

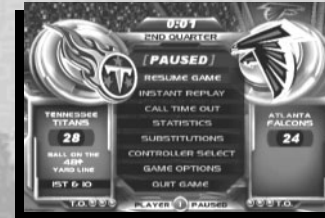
During the play, the controller button icons will remain above the heads of the receivers. Simply press the corresponding button to pass to that receiver.

## CONSERVE SPEED BURST!

Pay close attention to your Burst Meter during a play. It diminishes fast. Don't just hold down the button. Burst can't recharge until you let up on the button.



Single Player On-Fire  
(hands in flames)



At anytime during the game, press the **START** button to view the Pause Menu options. There are In-Game options that will allow you to make adjustments during your game. Press the D-pad **↑** or **↓** to highlight an option, then press the **A** button to make a selection. (see Options, pgs. 9-10 for details on these option).

## RESUME GAME

Return to your game.

## INSTANT REPLAY

After a great play, take another look using the **Instant Replay** option. On-screen controls display the buttons needed to perform Instant Replay functions. You can toggle the control panel On or Off by pressing the **B** button.



## CALL TIME OUT

Simply select this option to call a Time Out on the field. Keep your eye on the play clock, especially before halftime. Don't let the clock run out on you while you still have time outs remaining. You can also call Time Out before or after a play by pressing the **BACK** button.

## STATISTICS

View Player Stats and Game Stats for the game you're currently playing.

## PLAYER STATS

Press the D-pad **←** or **→** to toggle the teams in the game. Pull the **L** trigger or **R** trigger to cycle the various statistics categories.

## SUBSTITUTIONS

This menu works much like the **Depth Charts** option (see page 10). Use this option to substitute players that might not be getting the job done.

## CONTROLLER SELECT

Use this option to move user control from one team to another (see **Select Controller**, pg. 18).

## GAME OPTIONS

See **Game Options**, pg. 12.

# CREDITS

## MIDWAY GAMES

### PRODUCTION

Executive Producer .....Mike Bilder  
 Technical Lead .....Jared Noffle  
 Art Director .....Jennifer Hedrick  
 Design Lead .....Dan Baker  
 Audio Lead .....Rich Carle  
 Producer .....Mark Smith  
 Associate Producer .....Lee Helmer  
 Lead Programmers .....Josh Williams & Aaron Walker  
 Programmers .....Ben Blake, Jeff Campen, Vinh Chu, Dan Coleman, Jon Greenberg,  
 Dan Markham, Adisak Pochanayon, Dan Rose, Chris Steele,  
 Mark Studenka & Darryl Wisner

Game Design .....Steve Jones, Kraig Kujawa & Jon Walsh  
 Character Design & Modeling .....Cari Oberstar, Mary Qian & Trevor Hennington  
 Environment Art Lead .....Matt Gilmore  
 Environment Artists .....David Mueller, Brian Schultz & Rhett Torgoley  
 Interface Art Lead .....William Fox  
 Interface Artists .....Matt Secrist & Paul Barker  
 Cinematics .....Dano Buendia & Todd Keller  
 Motion Capture Specialist .....Jim Gentile  
 Motion Capture & Animation .....Brian Wright, Jeff Baker & Derrick McGinnis  
 Motion Capture Talent .....Taj, Cara Ludutsky, Ashlee Frazier, Joel Recchia, Guy Nardulli,  
 Angelica Figueroa, Elias Figueroa, Bryon Lloyd, Tim Cook,  
 Keith Gispert & Sal Divita

Additional Motion Capture & Animation .....Rick Chase, Tony Zeffiro, John Vogel & Carlos Pesina  
 Technical Art Direction .....Martin Murphy & Chip Sineni  
 Music & Sound .....Rich Carle, Dan Forden & Chase Ashbaker  
 Commentary .....Peter Grose as Chris Morgan & Keegan Michael-Key as Gator Jones  
 Additional Audio Talent .....Tim Kitzrow & Jim Shorts  
 Commentary Design .....Brian Chard  
 Additional Programming .....Steve Anichini, Dawson Kwong, Otto Schnurr,  
 John Walsh & Michael Weilbacher

Additional Art Support .....Sal Divita, Rich Markese & Alan Noon  
 Additional Design Support .....Ray Lewan  
 VP Sports Business Unit .....Jon Dean  
 VP Product Development .....Matt Booty  
 Dir. of Sports Engineering .....Michael Weilbacher  
 Sports Creative Director .....Mark Turmell

### CREATIVE MEDIA

Rigoberto Cortes, Max Crawford, Christian Munoz, Jack O'Neall, Bill O'Neil, Matt Schiel, Chris Skrundz,  
 Bethann Smukowski, Dimitrios Tianis, Christa Woss & Larry Wotman

### QUALITY ASSURANCE (CHICAGO)

QA Director .....Loren Gold  
 Lead QA Analyst .....Warren Wilkes  
 Technical Standard Analysts .....John Cruz, Reginald Banks & James Pettinger  
 QA Product Analysts .....Francisco Aldana, Dave Casso, Robert Lathan, Greg Ranz,  
 Richard Vrtis & Ki Wolf-Smith

### QUALITY ASSURANCE (SAN DIEGO)

QA Director .....Paul Sterngold  
 QA Manager .....Rob Sablan  
 QA Supervisor .....Eric Narvaez  
 Database Administrator .....Michelle Savoie  
 Lead QA Analyst .....John Ricchio  
 Technical Standard Analysts .....Adrain Castaneda, Jason Jorgensen, Daniel Kit, Josh Palmer,  
 Ray Mitchell, Ron Salleza & James Sanders  
 QA Product Analysts .....Brien Atangan, Rob Belair, David Branscom, Peter Briones, Kenny Byrd,  
 Eric Cho, Saleem Crawford, Shane Cruz, Jermaine De Ferrante,  
 Lynn Ford, Jason Gerard, Joel Hallmark, Myong Hong, Michael Igucio,  
 Sonny Jenkins, Jason Latty, David Lien, Nick Mccoy, Huy Xuan Nguyen,  
 Phuc Nguyen, Ed Paquia, Greg Paulson, Richard Phim, Mark Scofield,  
 Steve Scott, Kevin Smith, Adam Spivey, Jimmy Storey, John Tajuna,  
 Aimee Tangog, Tony Drake, Jason Richman, Justin Vancho & Bryant Yee

# CREDITS

### MIDWAY MANAGEMENT

Neil Nicastro, David Zucker & Ken Fedesna

### MIDWAY SPORTS

Sr. VP Publishing .....Mark Beaumont  
 VP Marketing .....Helene Sheeler  
 Dir. of Sports Marketing .....Tim Granich  
 Sports Product Manager .....Phil Marineau  
 Dir. PR & Promotions .....Marcelyn Ditter  
 PR Manager .....Tim Cummins  
 VP Licensing .....Steve Booth  
 Sr. Licensing Manager .....Reginald Saunders  
 VP Sales .....Melani Windham  
 Dir. Channel Marketing .....Christa Wittenberg  
 Channel Marketing Manager .....Echo Storch  
 Internet Manager .....Dawson Vosburg

### CREATIVE SERVICES

VP Creative Services .....Debbie Austin  
 Dir. Creative Services/Manual .....Jon Mongelluzzo  
 Project Manager .....Sally Nichols  
 Creative Designer .....David Young  
 Additional Graphic Design .....Gary Gonzales  
 Assets Manager .....Rare Macapayag

### MIDWAY LEGAL

Michael Burke, Nancy Fuller, Debbie Fulton, Robert Gustafson, Cory Halpern & Michael Foley

### CHEERLEADERS

Carol Grow, Summer Posey & Costumes By Cookie Gluck + J. Hedrick

### SPECIAL THANKS

Terrell Owens, Tim Langley, Richard Seidlitz & Gene Goldberg – NFL, Tirzah Orr – NFL Players Inc., Lashun Lawson,  
 Howard Skall & Angela Manolakas – NFL Players Inc., Everyone At NFL Photos, Farsight Studios, Linda Jack, The Midway  
 Legal Team, The Folks At Gamespy, The Folks At Intellicast, Kristine Lefebvre, Julie Sessing, Syncope Entertainment –  
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 Steve Togami, Virgilio Abad, Ryan Castiglia, Randy Caymo, Brian Dumlaio, Jim Dunne, Jonathan Eng, Ben Esquerra,  
 Jomel Fontanilla, Jared Hamiter, Mike Hampton, Quan La, Amber Mitchell, Alan Schulz, & Rick Waibel

## NFL BLITZ PRO MUSIC

### Paul Oakenfold

#### "Ready Steady Go"

Words and Music by: Andy Gray and Paul Oakenfold  
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Midway Home Entertainment Inc.  
Attn: Tech/Customer Support  
PO Box 360839  
Milpitas, Ca 95036-0839  
[www.midway.com](http://www.midway.com)

Midway Customer Support  
(408) 473-9499  
10:00am - 6:30pm / Central Time  
Monday - Friday  
Automated help line open 24 hours a day  
Email: [support@midway.com](mailto:support@midway.com)

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